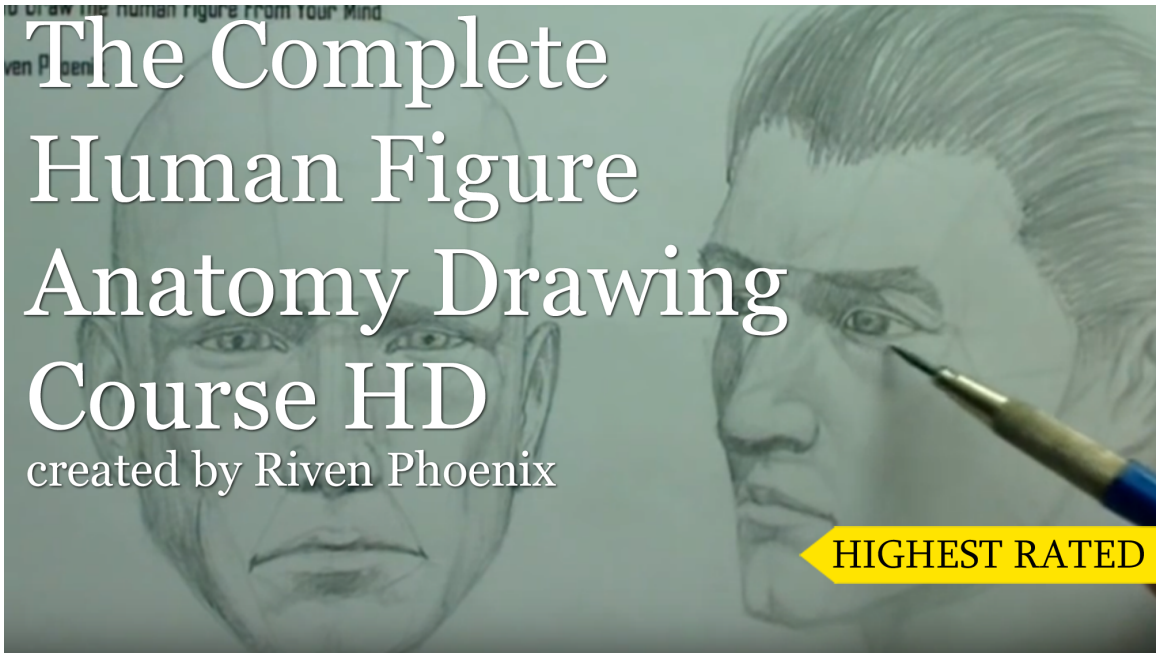

The Structure of Man

Learn to Draw the Human Figure From Your Mind with Riven Phoenix

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Figure Drawing Lesson 101 - The Muscles of The Human Head -Part 27

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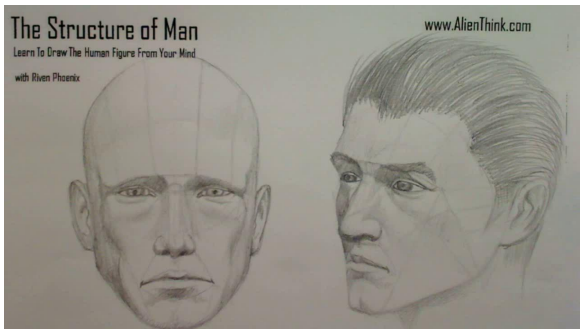
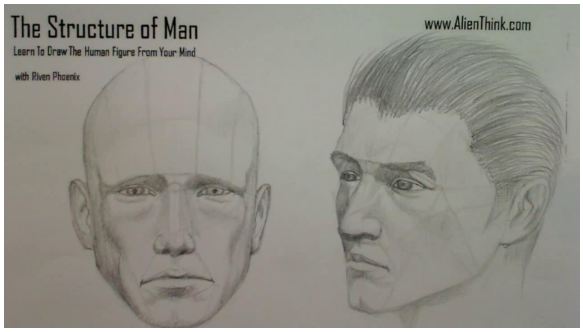
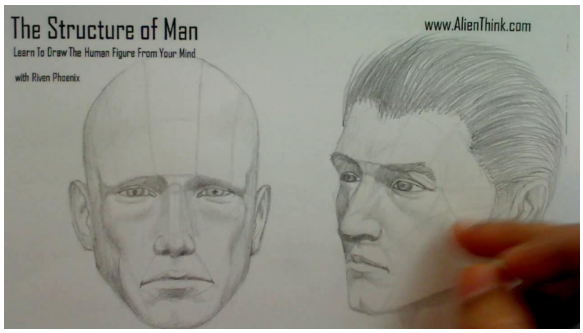
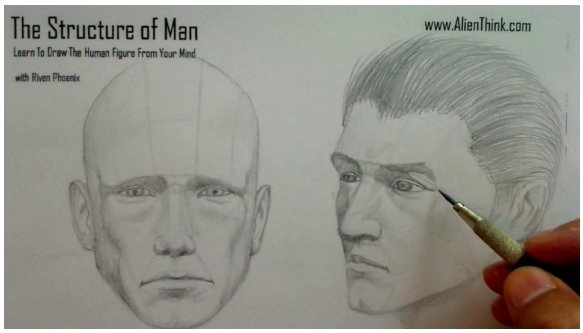
1		Hey guys, my name is Riven Phoenix and welcome to the structure of man learn to draw the human figure from your mind training course.
2		Okay, so in the previous lesson we've gone through this process of really understanding the power of this very secret toolkit that we've created together and that allows us to really understand the forms
3		and from within that toolkit it just allows us to place the ideas of the facial features and really take all the information that we've been working with right accurately on the human head right so you can see that if we spend more time with this right we'll get much more better results right so this is again just a conceptual way of drawing out your figures right so the most important part to get from this toolkit is that you can detach from it right you can do it.
4		You can do whatever you want so what we're going to do now is have a little fun with this idea here right so because now we know that we can draw any kind of face right it doesn't matter if the what the face is doing we can just use that part of the understanding of it.

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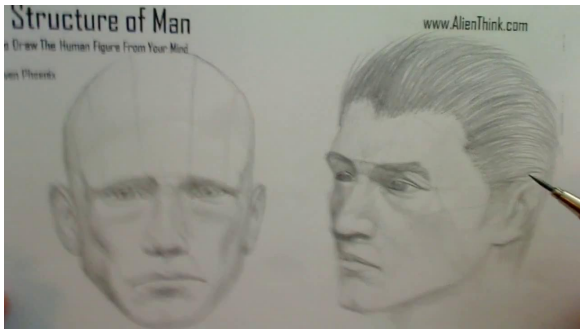
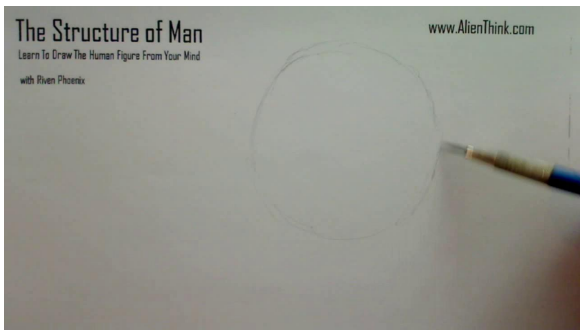
5		So let's say that if we wanted to do some kind of a character design here and and that's in area that that's a field really geared towards designing towards sequential art or motion pictures or animation through the animation video game industry right so you can see that we can from that previous drawing that we can do just whatever you want.
6		So let's say if we wanted to do some kind of a character design right so let's say if to do that now we can think much more freely right it's really just about understanding okay well.
7		Here I'm just going to get like let's say this design for the head over here like this right I'm going to just design it out real quick like this over here right so in freedom of thinking in creativity.
8		What's going to happen is that you just want to come up with some kind of a design first right you got to lay it out you can do it this way or you can just do whatever you want in for right people just draw differently but if we were looking for a character design that was geared towards looking more human.

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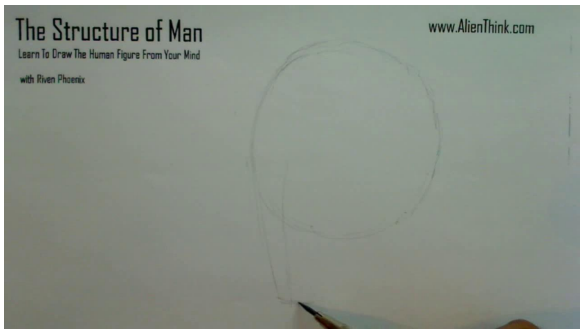
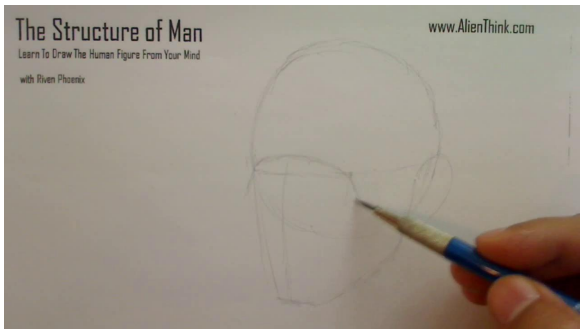
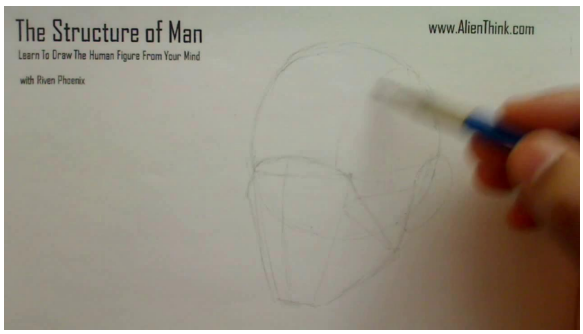
9		Then what we would do is really just use this template as an idea and say that okay this is going to be the let's say a concept that I want to work with right and then here we'll get the line here again for the head over here and then we'll get the idea for the ear over here like this right so again the template idea is very simple.
10		I'm just going to work quickly with this knowing that okay hey look I just need to get some basic ideas of this right so the thing is if you speed through this right there's a danger of getting up you're messing up so basically have to slow down your way of thinking right and just understand okay well.
11		Right I just want to make sure that I get some of these ideas correctly down so we it's good to just slow down with these concepts right if you try to hurry through it it's just going to backfire on us right it doesn't make any sense to do that right so once we have this here we're just going to.
12		Put this over here and we know that we're going to get the idea here right right it's very simple just do it this way put this idea here we know that from here we're going to get just about the bottom of right you can fluctuate you can go a little upper down it doesn't matter right it depends on what type of stuff that you're doing right so here we'll just put the basic idea down that this is going to be roughly the idea for the for the name.

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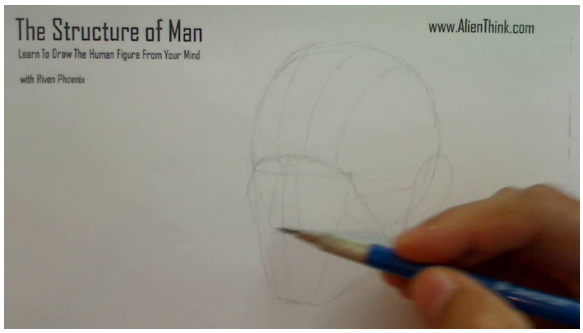
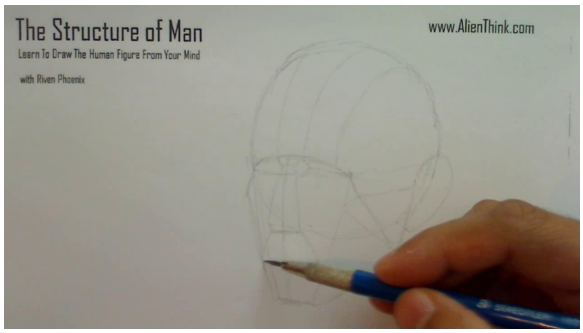
13		You know it's right so here I'm just going to do it a little up like this again concept release the basic the same concepts that we were working right so the thing is that know that this is supposed to be in the center right if you're I.
14		This here when I put this down right we know that over here it's going to be about the center so you live so going to be here that it doesn't mean that you have to come all the way down over here right just understand that the purpose of the toolkit is to give you an understanding.
15		Of how to place these ideas onto paper so here I'm just going to do this here I know that the upper lip is just basically going to be about here and this is going to be the bottom about roughly where the bottom lip is I'm going to get this conceptually the idea over here and I know that over here I'm going to get these lines over here right so you can see I just did this pretty lightly.
16		Okay so now that we have this right how can we now detach from this right and this is really the key to understanding gesture system right the gesture system is only there so we can just do whatever we want we don't have to follow anything we just need something on paper so let's say if we were doing like some kind of a character design right how how could we now use this as an information so let's say if we wanted to do this I like this right.

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17		Here we're going to first place the I like this over here this I over here right and the other I will already know that it's just going to come this way here kind of like this right so you can curve this up more if you feel that you have to doesn't matter right and then when you when we get this I here we're going to know that okay it's going to be kind of like this okay.
18		So if I wanted to start to do a really weird character design right I could now start to come in here right really just use all the understandings that we've gained and start to now begin to understand okay this is really just going to be much more deeper in that idea right so here I'm going
19		to start to look at some features so I'm going to say that okay what I want to do is really start to now come up with some basic concepts here I want to put some wires over here let's say right this guy has some tattoos over here right you can see how easy it is we can
20		just start to detach from all these concepts that we've been coming up with right and even for the nose we can now change this right we can say that okay.

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21		What could we do here for the nose let's say we could give him let's say a really weird nose doing some kind of an alien design right we'll just put these as some some kind of ideas here first right just feel away through it.
22		Okay and over here so this is where I'm going to now start to think about just forms right so if you're doing some production design let's say here for the first star track or or some kind of a futuristic film you can start to know begin to do really whatever you want so let's say here for the eye I'm going to do this over here for now.
23		Okay so what I'll do is now once I get this I'll see that okay you know what maybe what I'll do is I'll give this guy let's say an eye like this over here on the side right and then over here I'm going to do this first over here for the like a design for the eye.
24		Right and then here over here I'm just going to just pull some of these concepts out like this right start to just shade it in start to get a feel for the for the design right this is what I want to do.

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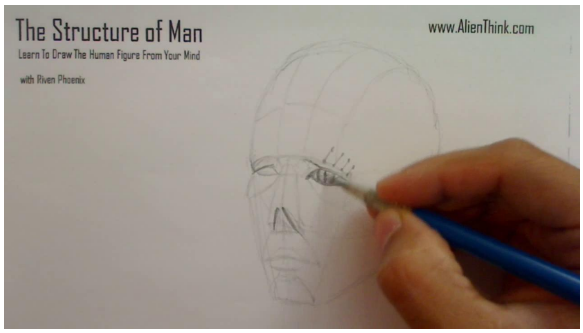
25		Right give him like an eye like this and then from here what I want to do is really like pull let's say it's going to have these things you're pulling against his eye like this or something right these are like these intricate designs that were coming up but again this is like the meat over here.
26		And then over here we can now let's say even do this we now start to show this part over here showing that this guy here is going to have let's say some kind of
27		kind of a design like this let's say right you can just fluctuate with your concepts and over here I'm going to do let's say some kind of a circle over here right so here you see what we're doing is really just experimenting with our concepts right once we're happy with the design so we can say okay.
28		Right we can go to the director and say like this is like a concept I've come up with and then you can work with them or you can do these drawings right in front of them right we can talk through it.

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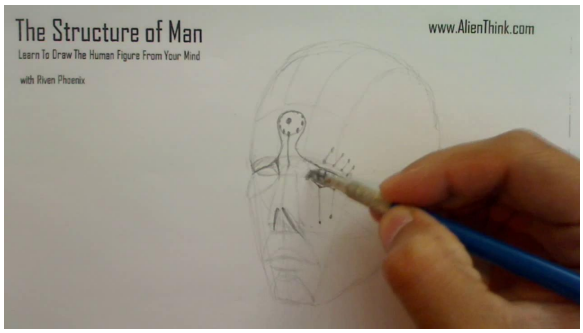
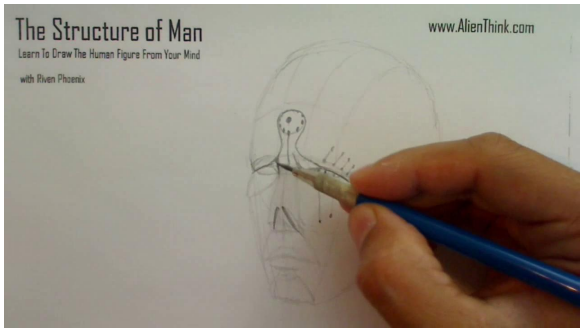
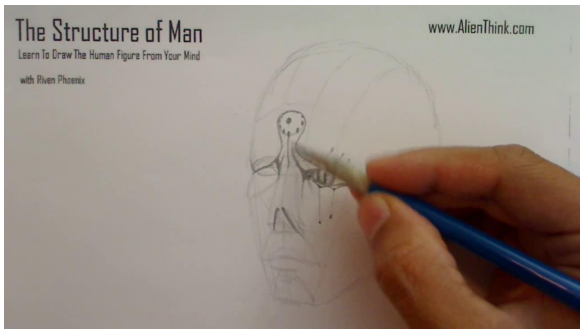
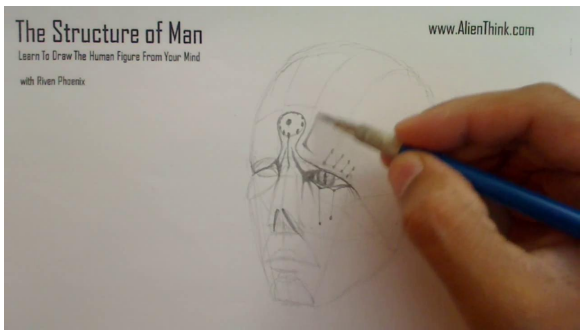
29		Together as a creative team as to what is it if you wanted to right so one of the things that I'll tell you right now when you're doing character designs is never falling love with your designs right.
30		There's no because when you're working in a production team what happens is that the director will tell you to make a thousand changes and you're just going to have to get rid of them right you can't really fight with it right and there's no point to because a lot of money is at stake especially in when it comes to big budget movies right.
31		Billings of dollars are at stake so we a lot of research has to be done right even with the film which avatar from James Cameron right they had to do a lot of research in understanding how to do different the facial features right they really went through a lot of investigation processes
32		to understand how to do all those character designs those for those for the thing it was called the navi right so a lot of research is involved so you have to be willing to make a lot of adjustments.

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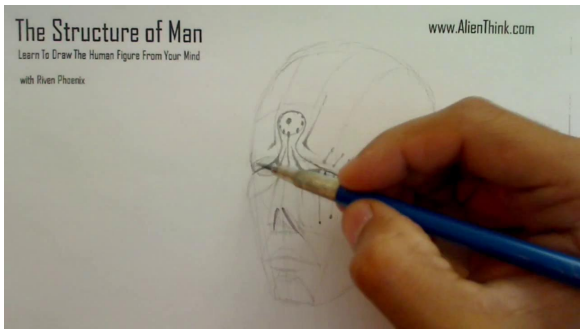
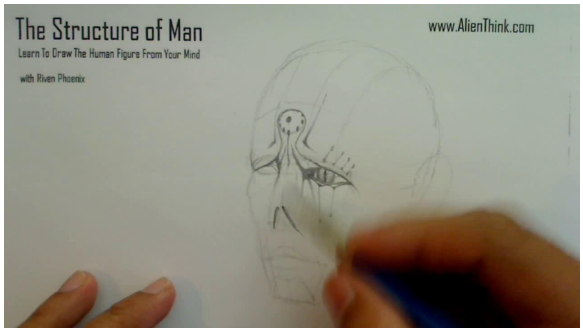
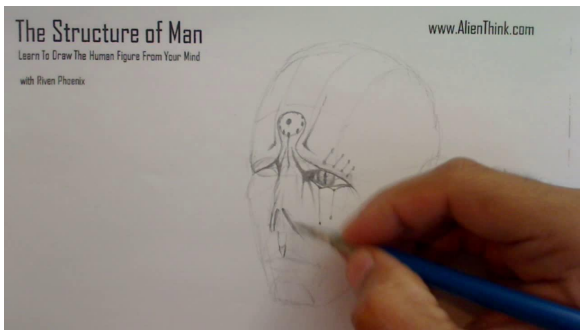
33		So let's say over here we got some kind of a character design over here right so we can now start to erase some of these lines here and start to see what kind of results were getting right it really don't need most of the stuff over here now.
34		I saw over here what I'll do for for this section here let's say for the lips we're going to give them a much more of like let's say a different type of a lip over here right and for the nose I'm just going to
35		just going to like go like this inside.
36		Okay and then for let's say for here we can actually just bring out some of the concepts here from the figure the actual skull

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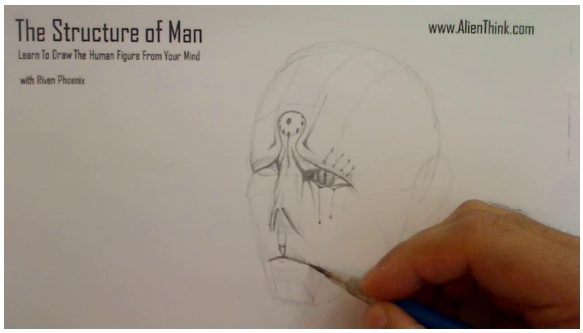
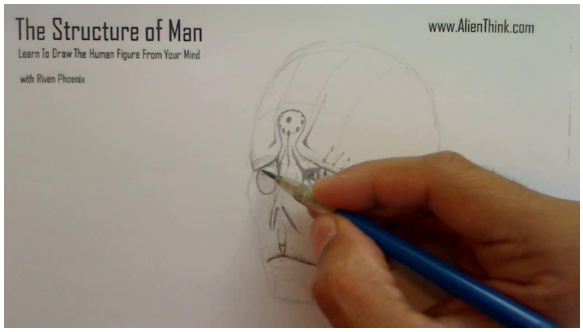
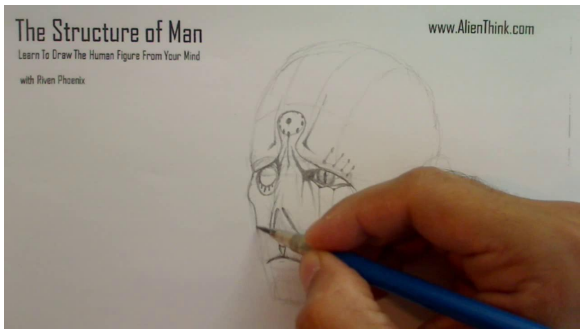
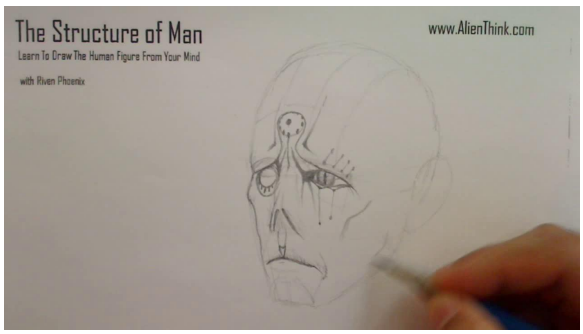
37		the lip structure and then start to create our own versions of it right so over here I'm just going to do now all these fine fine details right so first conceptually just get like an idea and over here let's say we can actually put down this kind of an idea over here first right just play with it a little bit.
38		So here I'm going to actually do it this way over here do this design like this and then let's say I'm going to put down some key areas over here right under you can just imagine how detailed this will start to look
39		if we wanted to paint this right so you can see here I just did like a bone structure over here right so I can do like the same thing do like this idea here for the bone structure over here right and we can even
40		here we can actually even put a hole in in the human head over here right some kind of like this weird bone structure that this guy is going to have.

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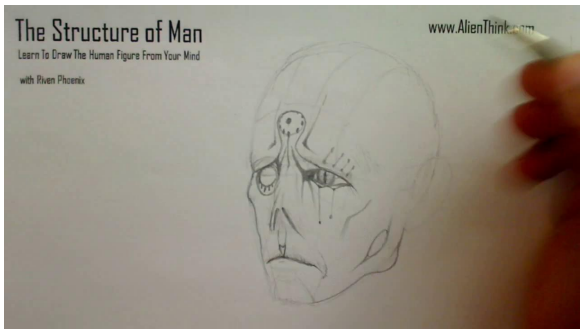
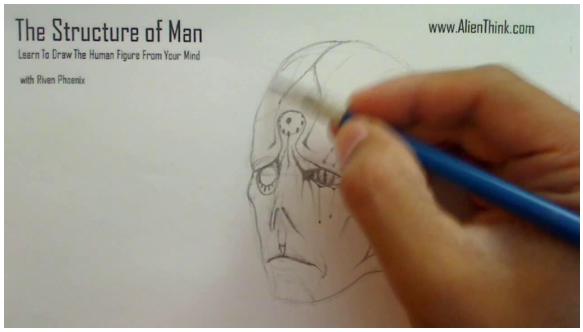
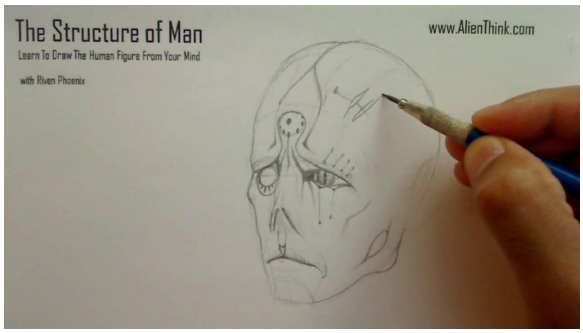
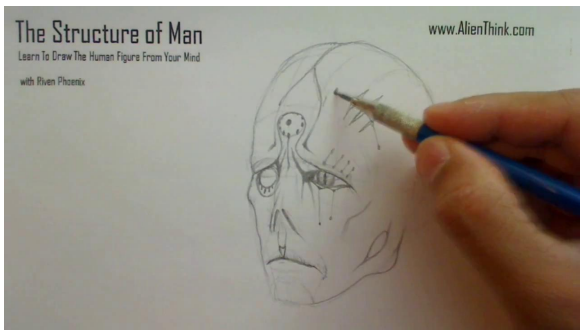
41		Okay so once we get over here now we can decide okay what can we do over here to make this much more let's say cooler looking right so here I'm just going to do like a design like this make it go all the way up and this is where really your research is going to pay off right so you can do
42		types of research let's do let's say if you wanted to draw out if you had done some research let's see on some tribal cultures or something right so from from from that research you can get like some ideas okay but what I want to do is really put down like let's say these weird bones that they have that they bolt down
43		let's see some kind of a try right so they're going to bolt this down on his head like this over here right so let's bolt it down on his head like this
44		okay and then over here you can do basically him here I'm not changing too much right I'm trying to keep this kind of like human looking at the same time

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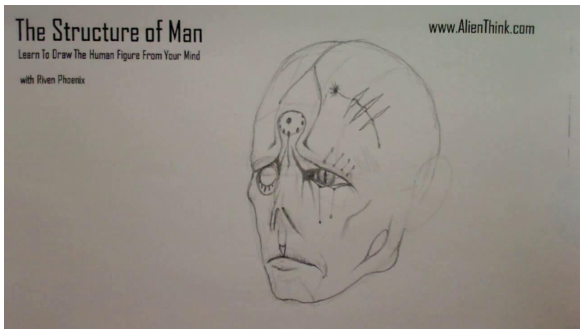
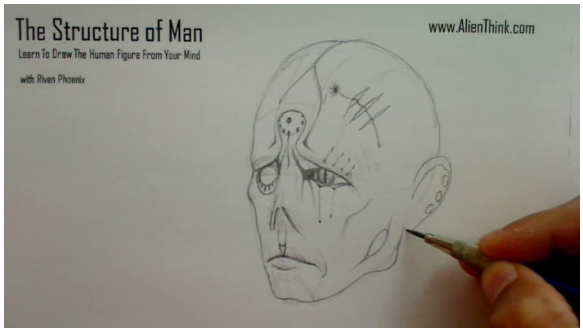
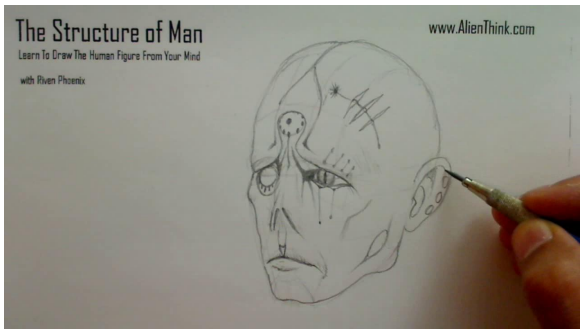
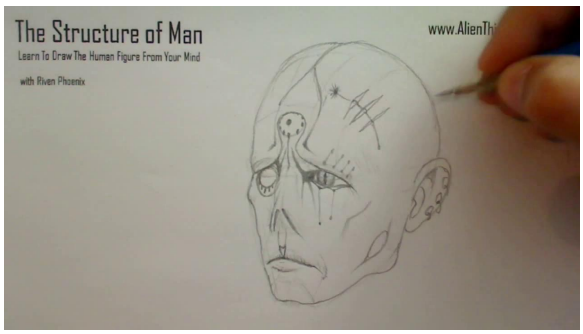
45		it's kind of a very basic alien design right so once we get over here we can obviously for the year now come up with our own version of the year by changing it around right this is the power of invention right we can do whatever you want really
46		let's say it's going to he's going to have like some holes in here right and then his ears very basically kind of like let's say the same in this area over here
47		right so from here you know attach like some ideas here right so here I'm just doing everything in outline first
48		okay so once we get more ideas then we can say okay well here what I want is I'm just going to do some circles over here for now

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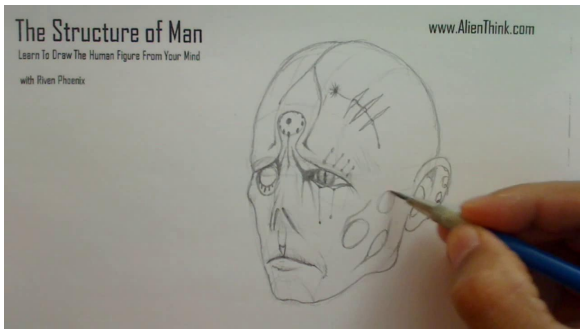
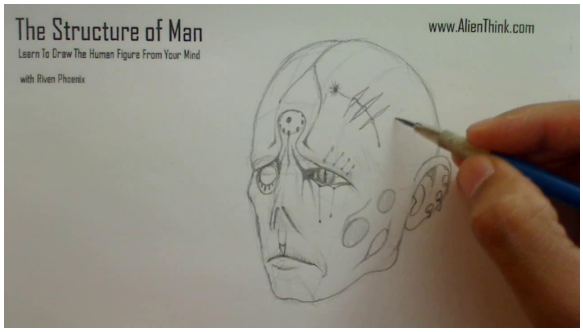
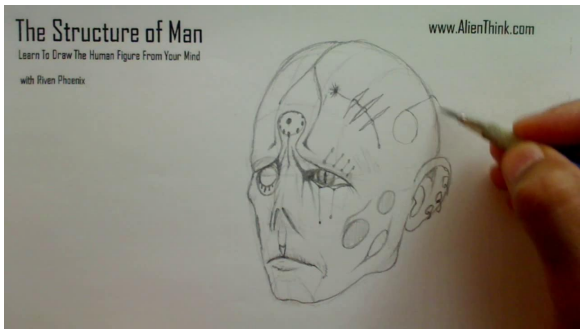
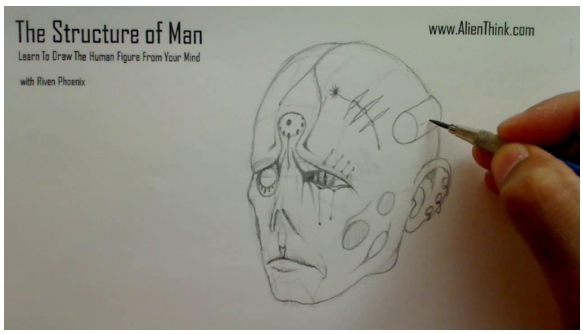
49		by some basic ideas here I'm just going to shade them in for now like this right and then over here we can say that
50		okay well what we'll do over here is now start to accessorize this guy here so here I'll just go in this way over here
51		and we can add let's see some pieces of technology right it's just coming up with different ideas here different design techniques right and over here
52		and to do a few things like this over here right so now what we can do is okay well this is just an example here I'm showing you

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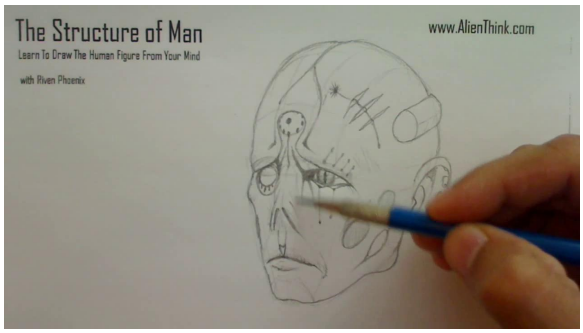
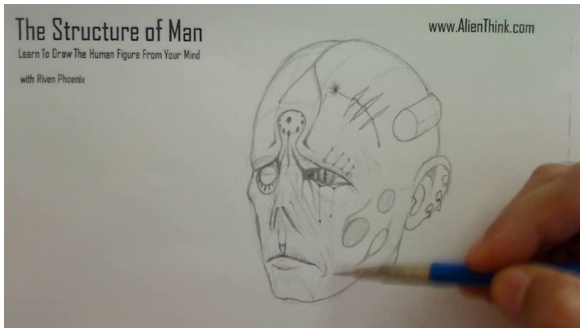
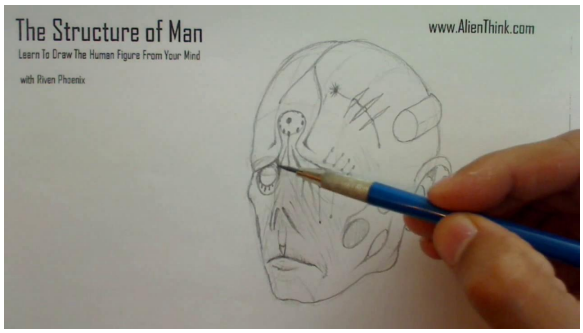
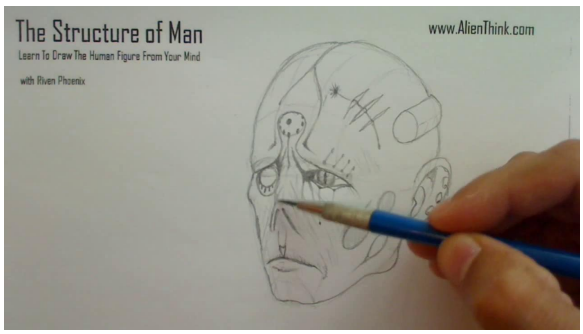
53		right we can do a million things with this right so here is now where we're going to start to now put some more lines here
54		all this and start to bring out some of the details over here like this right so once we have this we can now decide okay well
55		what we want to do is not start to render this right shade this in kind of quick so how would we do that well we first build
56		we first look for the light source light source is just going to be kind of like coming from up right so what happens is

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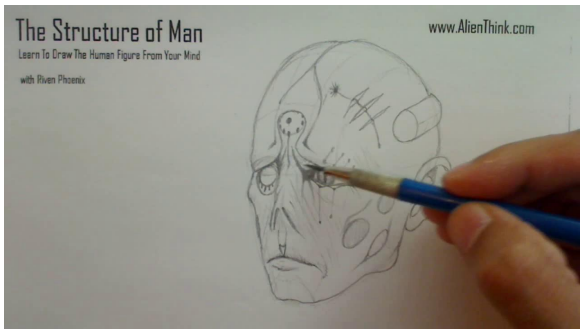
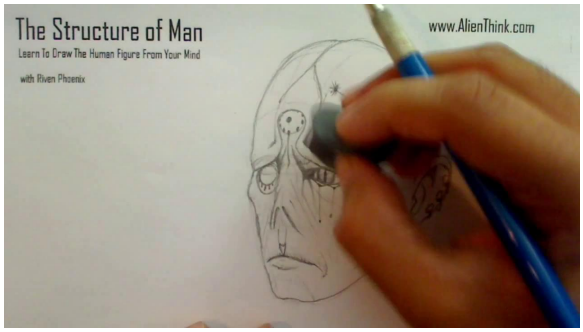
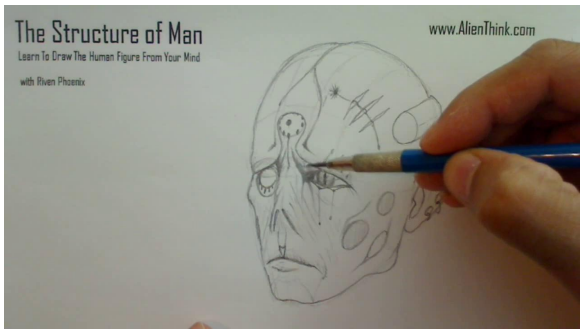
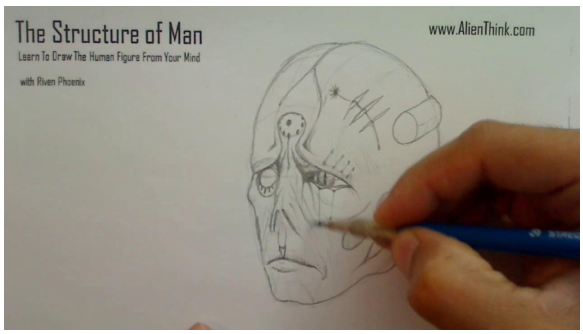
57		that I'm just going to shade some of this stuff in and then start to bring out these ideas here right so here we're going
58		to erase some of these concepts so this is where you can get really lost in the details right do really really
59		intricate work and start to put even more stuff down right so here I'm just going to do like a line
60		over here start to really just think about some of the areas with a shadow right so this really requires a lot

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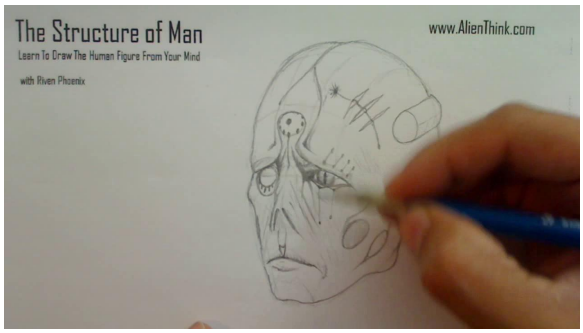
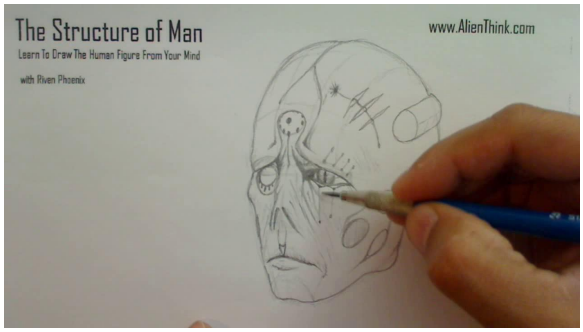
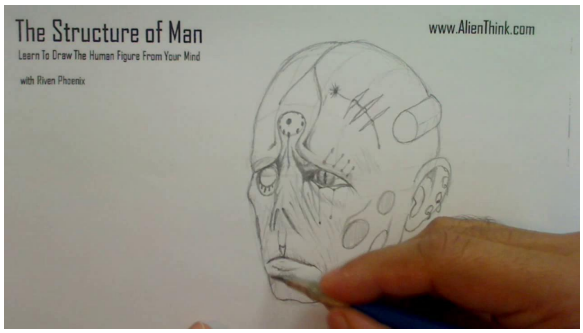
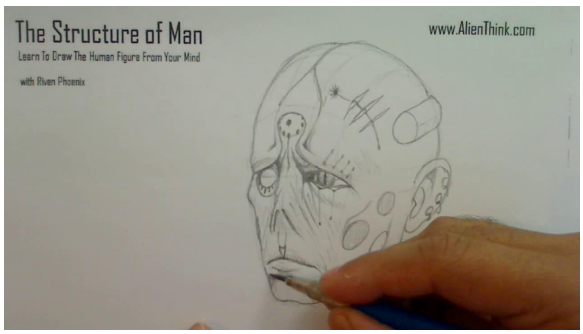
61		of thinking and going through like a process your own process of thinking here
62		all right so here I'm just going to again start to now think all of these forms right so what is the point
63		this the point of this exercise is not only was just fun to do but also understanding well how surface anatomy really is a it's
64		is going it works right it's when we're doing like a creature design we can just use we can create all these folds

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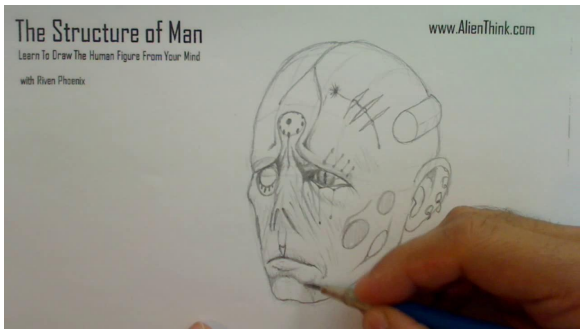
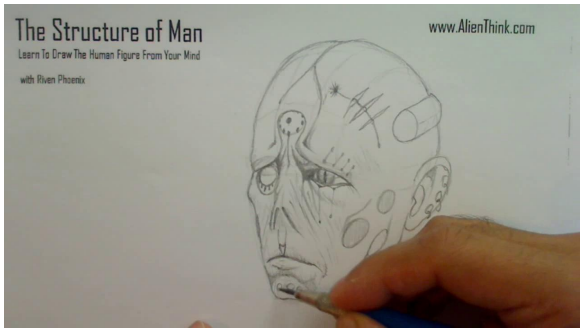
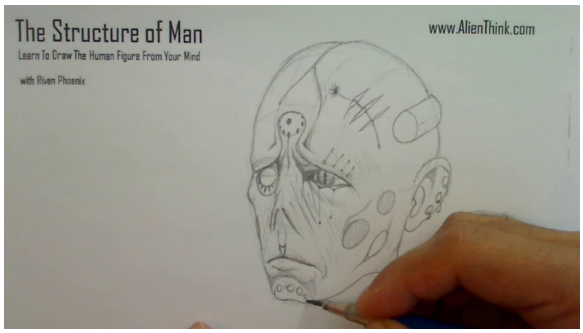
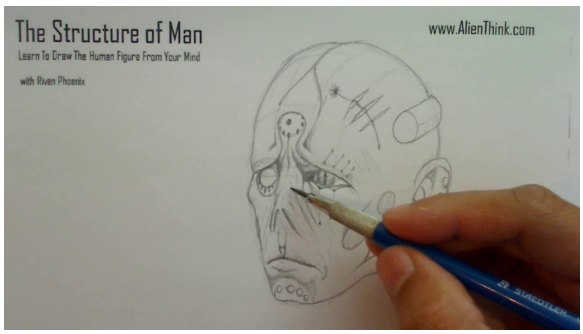
65		on the the the human head like it's right so that's exactly what surface anatomy is going to be when we're
66		doing our realistic human hands right we just got to really think about okay what exactly is it doing right
67		right mean that I mean if if if this has its own surface anatomy right the human head is going
68		to have its own surface anatomy and that's what has to be understood about it that it's going to be always

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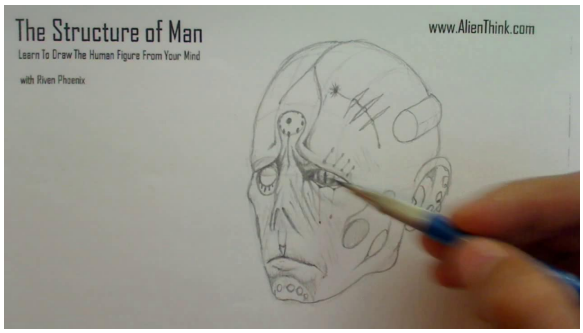
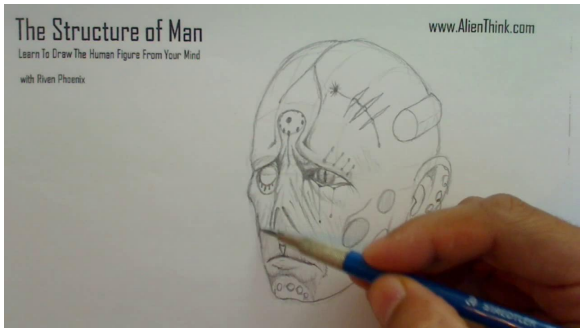
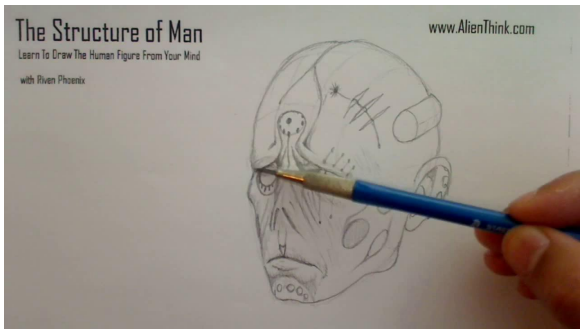
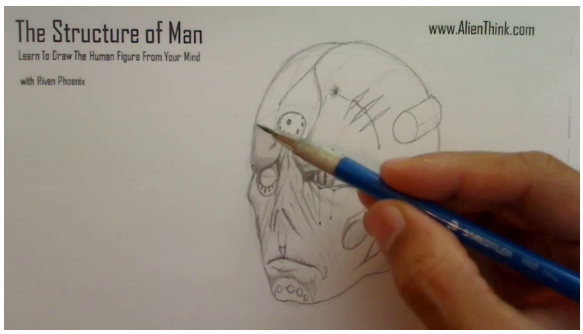
69		kind of like different right so here I'm just going to now start to add in basically much higher
70		levels of detail like this right and start to put in some shadow work right so over here
71		I'll start to add some shadows over here right make it more and more realistic looking slowly as it builds up
72		and keep adding more stuff if I wanted to

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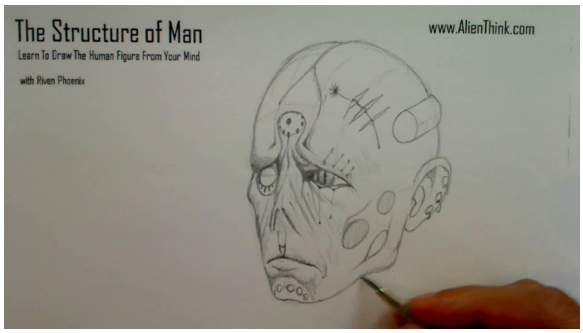
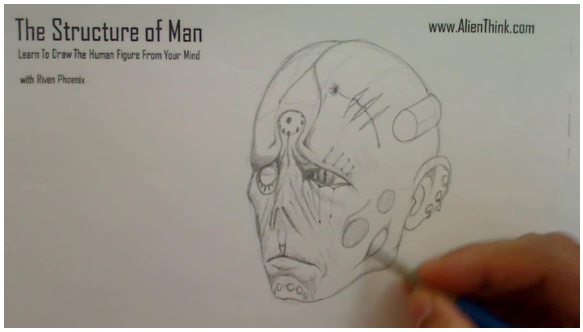
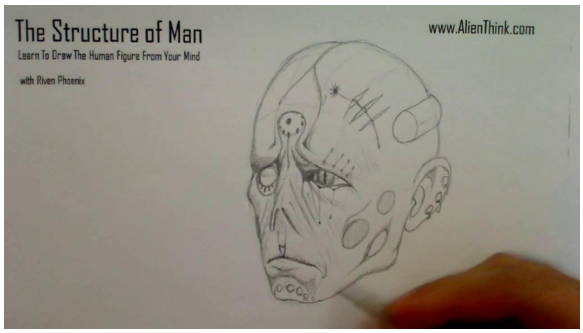
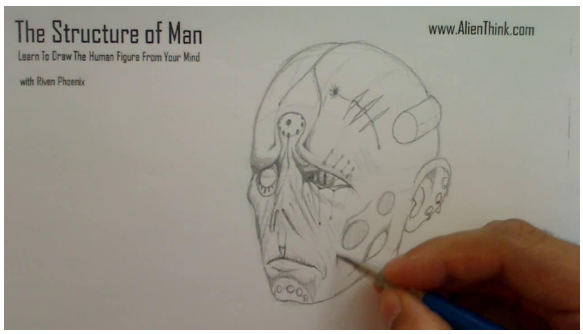
73		right so if you're looking to get into sequential art you can see that how big of a difference is
74		I'm just understanding the human figure will make for you right doing anything that you want
75		anyway I think you get the concepts of what I'm doing here right it's really now understanding
76		okay where do I want to put the shadows in right I'm going to do some lines like this

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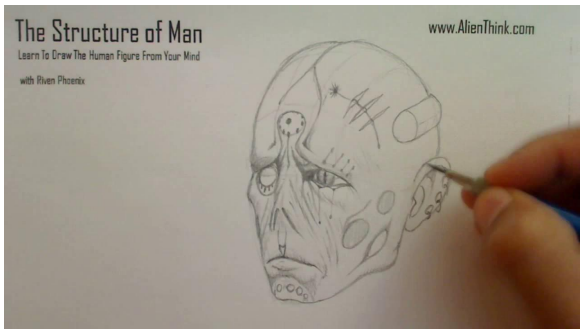
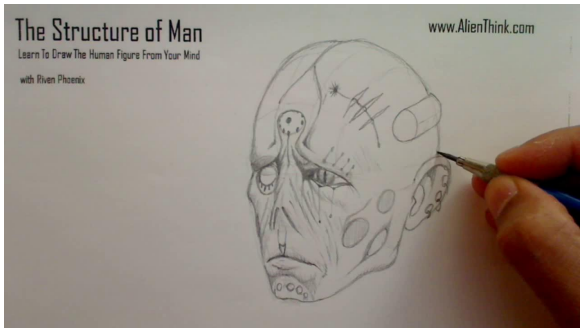
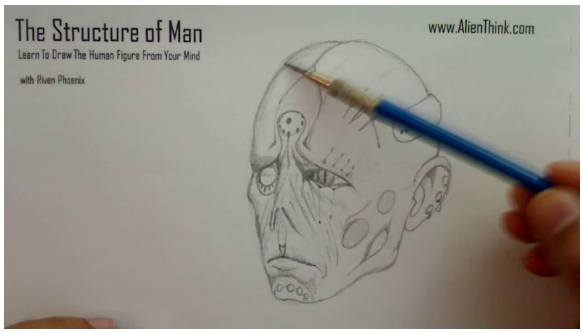
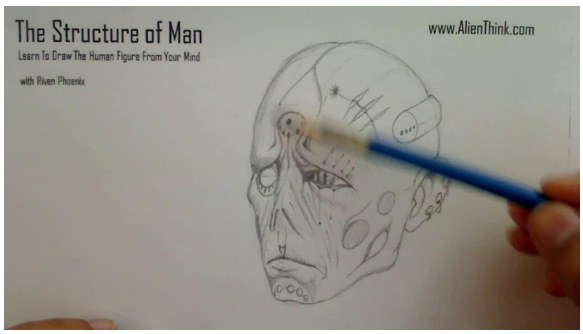
77		over here right start to really get into it and start adding more and more shadows
78		okay so here we can now just start to kind of like finish this off real quick as a conceptual idea
79		right once we're pleased with it then we can think about okay what do I really want to do with this
80		right so here we're just going to take just the forms of the human head and just start shading

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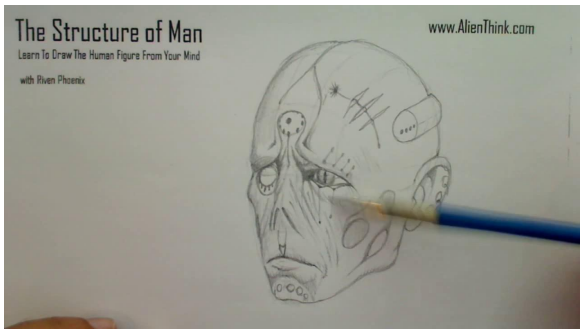
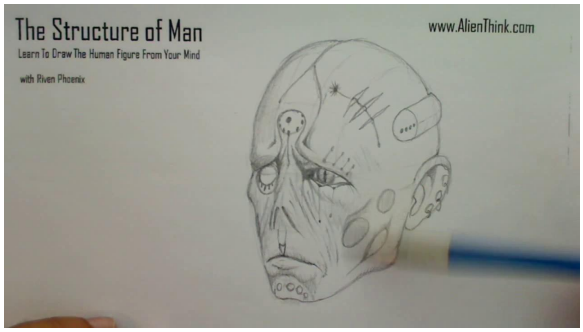
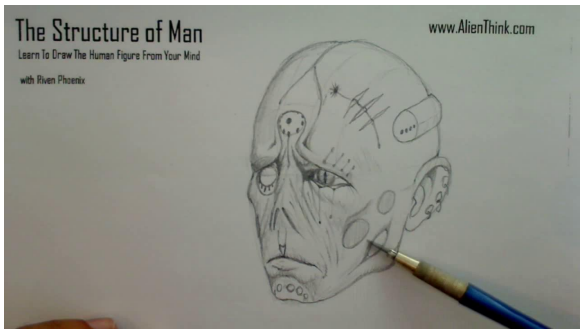
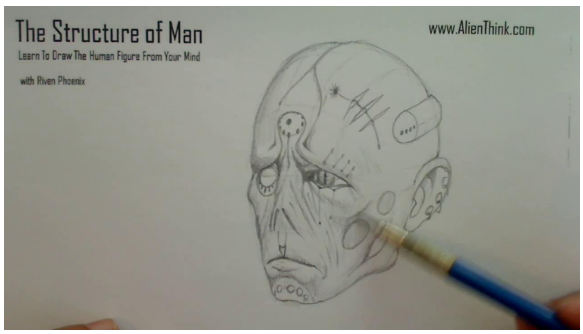
81		in some of these areas how do you want I wanted to look right so this part here is just going to be
82		much more darker over here like this right just feel your way through it
83		right put some soft shadows down first right how the light is reflecting on all of the stuff here
84		right so here I'm just going to put more shadows start to bring out like this feature over here on this

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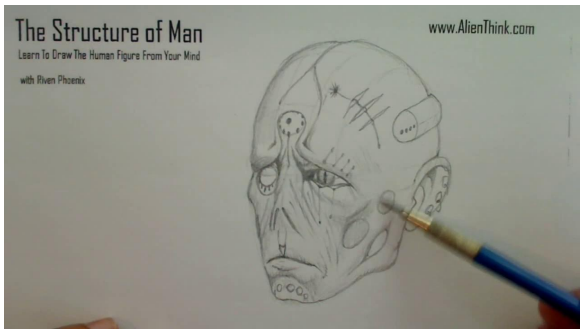
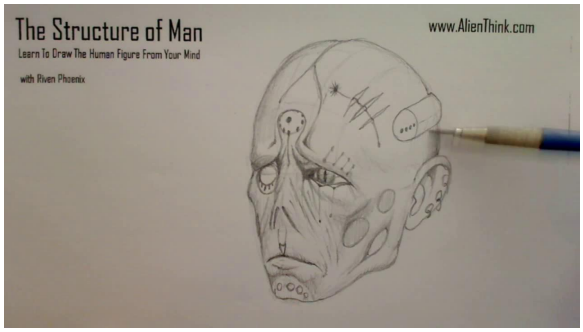
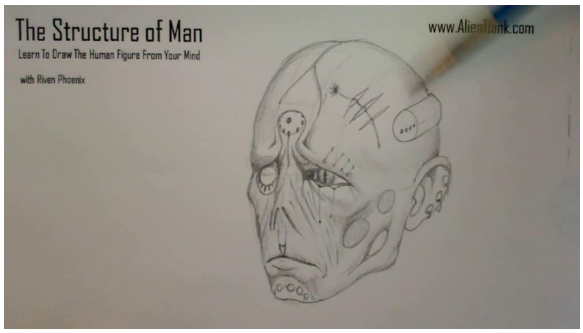
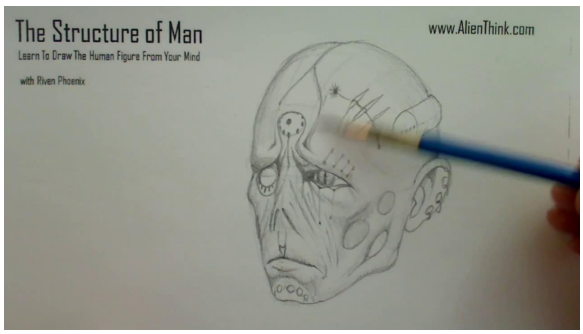
85		creature right then over here from the side you can also shade this
86		right so here you just build everything in layers and then start to really just start us slowly
87		and then start to build with it right on down the shadows where they're supposed to be and then it'll
88		the more time you spend with it the more realistic it's just going to get like this

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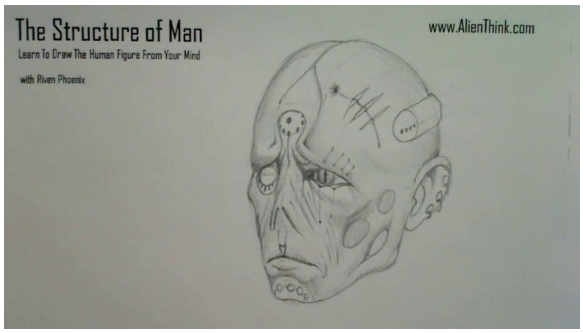
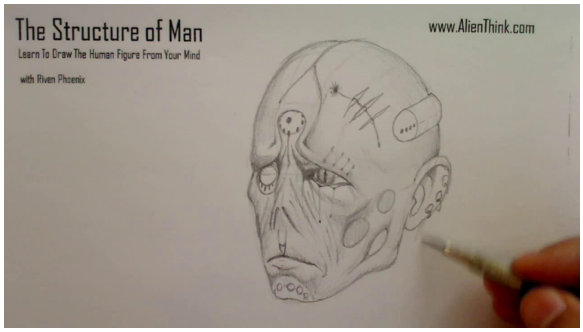
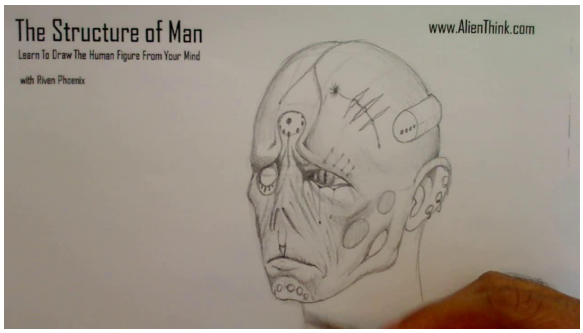
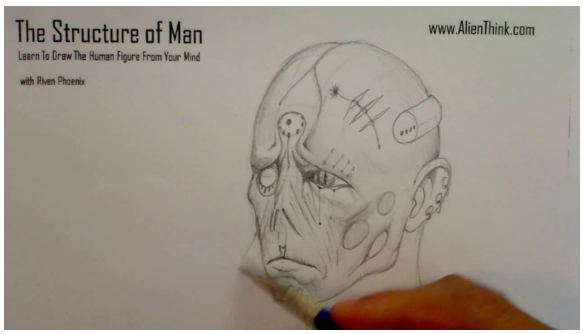
89		okay so this is just a conceptual concept that I'm showing you right so let's say his neck
90		would then be just going this way over here right so you can even go into more details
91		as to how this is going to start to look for you right so here
92		and actually even add say like this horn over here

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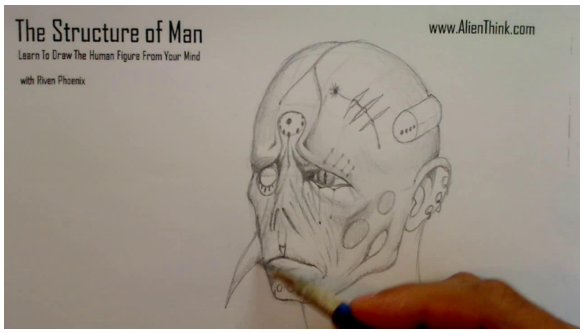
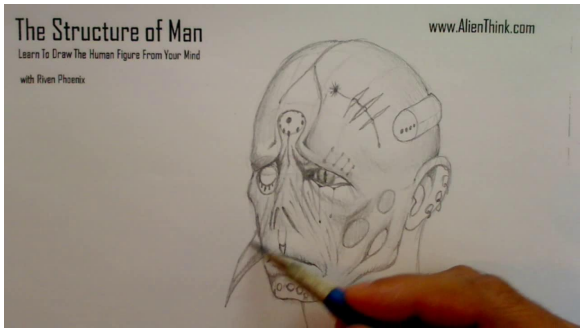
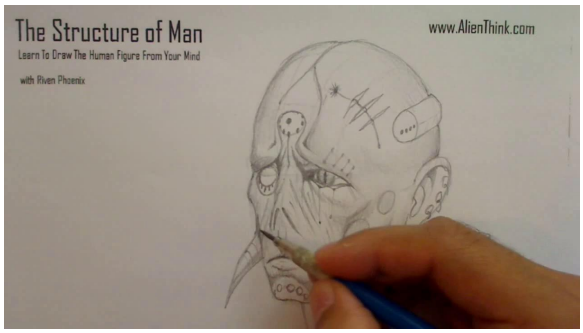
93		just coming out from the other side right and just start to add some of the detail work here
94		right and then you're just going to add sure more ideas here
95		okay so I'll see you in the next lesson place

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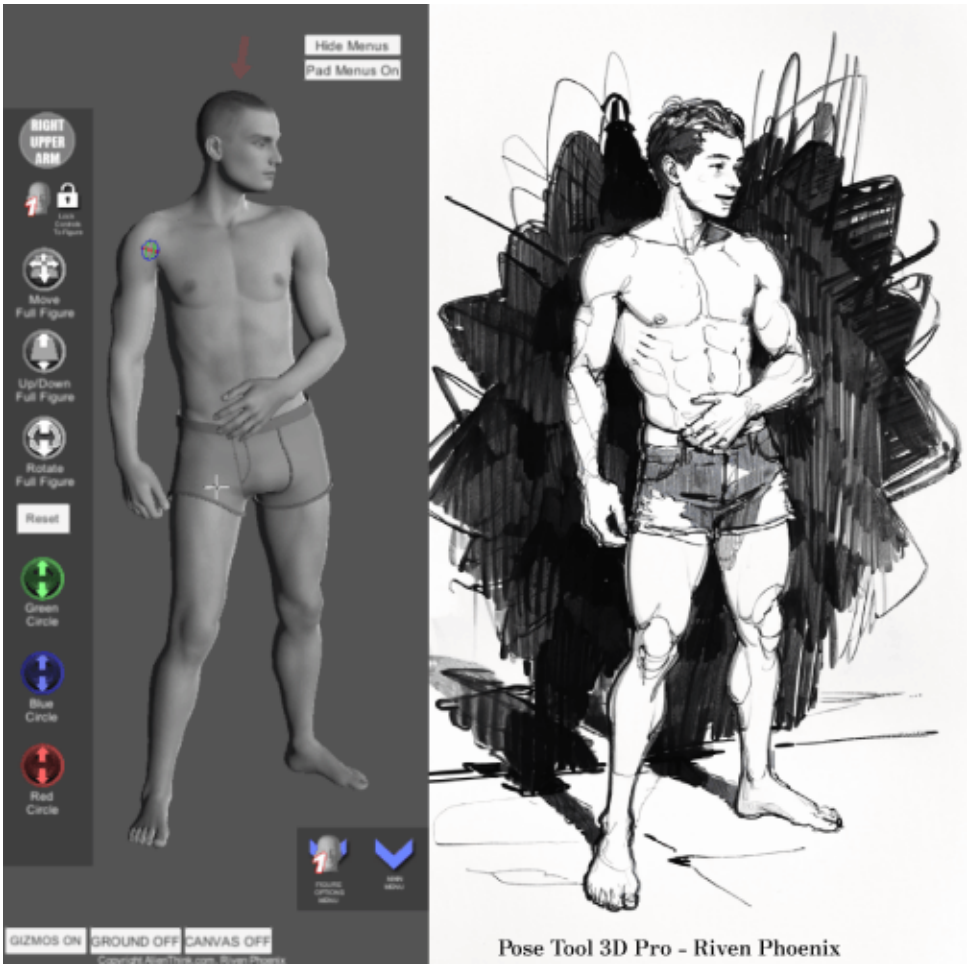

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